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## South Carolina 4-H Congress 2017

July 12-15, 2017

Cost \$275

Registration Deadline June 26, 2017



### Who is eligible to attend State 4-H Congress?!

Each teen delegate must be a current 4-H member in good standing and meet *at least 2 of the following*:

- ✓ Completed at least 40 hours of community service within the past year
- ✓ Currently serving as a Junior Leader in their 4-H Club
- ✓ Be a current member of their County 4-H Teen Council
- ✓ Currently serve as a 4-H Officer or 4-H Representative to a county, state or national board/council
- ✓ Received a 4-H project award at the club or county level within the past year
- ✓ Represented their county at a state, regional, or national 4-H event within the past year
- ✓ Attended 4-H Senior Teen Weekend within the current 4-H year
- ✓ Completed the State 4-H Ambassador Training
- ✓ Submitted a 4-H Portfolio for state judging within the current 4-H year

**NOTE:** Individual counties may have additional requirements. Please check with your local County 4-H Extension office before registering.

## 2017 National Youth Science Day (NYSD) kits are being pre-sold now!

4-H National Youth Science Day (NYSD) is the world's largest youth-led science experiment. Every year, thousands of youth take part in the National Science Challenge focusing on important STEM topics and issues. **This year's 4-H**

**NYSD event will take place on October 4, 2017.** Events throughout the month of October can be registered. The *Incredible Wearables* kit is a fun way for kids to build wearable fitness trackers. The kit is perfect for classrooms, clubs and at-home use. The 70 to 90-minute hands-on project is suitable for 4th to 12th graders. Each low-cost kit can serve up to 10 kids at a time and is reusable. Through a generous partnership with DuPont, the 4-H Mall is offering one free kit for every two purchased! This deal is available while supplies of free kits last, or until June 1, whichever comes first. Free kits are limited to five per customer.



Clemson University Cooperative Extension Service offers its programs to people of all ages, regardless of race, color, gender, religion, national origin, disability, political beliefs, sexual orientation, gender identity, marital or family status and is an equal opportunity employer.

## 4-H Volunteer Leaders Symposium

Join us for a fun day of food, fellowship, workshops, inspiration, and more!

**Saturday, August 12, 2017**

9am – 4pm



**Midlands Technical College, Northeast Campus**  
151 Powell Rd, Columbia, SC 29203

**Registration** July 7 – early bird deadline  
**opening soon!** July 28 – final deadline

## 4-H Club Awards

**Due to State 4-H Office by June 1, 2017**

Did you know that your 4-H club or group could be eligible for state awards?! See the attached *Standards of Excellence* to determine if you qualify for awards (to be announced at the Volunteer Leaders Symposium in August). Submit the form to the State 4-H Office by mail (2054 Barre Hall, Clemson, SC 29634), email (sc4h@clemson.edu), or fax (864-656-7595) by June 1<sup>st</sup>.



# Monthly 4-H Club Activity Idea

*10-minute leadership lessons,  
Minnesota extension service*

## Musical Paper Bags

**Objective:** To discover leadership, teamwork, and communication skills in a fun setting.

**Age Range:** All ages.

**Hands-on Activity:** Similar to musical chairs, youth must find a paper bag to touch when the music stops; however, the objective of this game is to share bags as they are eliminated to keep everyone in the game!

**Life Skills:** HEAD = resiliency, problem solving;  
HEART = sharing, concern for others, cooperation, communication;  
HANDS = leadership, teamwork.

## Introduction

4-H is an innovator in developing youth leadership and decision-making skills to prepare young people for the future. Our citizenship programs engage youth in programs, organizations, and communities where they share a voice, influence, and decision-making authority. 4-H citizenship programs equip young people with confidence and leadership skills to be leaders today and tomorrow. While, at first glance, some activities may just feel like games, they have the intentional purpose to present a problem and allow teamwork and leadership skills to develop in a safe environment. This builds competence, confidence, and character. This activity was one of a set presented at the annual conference of National Association of Extension 4-H Agents by the University of Minnesota Extension Service in 2006. For the complete document, visit: <https://wvde.state.wv.us/insite/files/Leadership%20Lessons.pdf>



## Activity – Musical Paper Bags

Materials needed:

- Brown paper bags\*, enough that everyone starts with a bag
- Music

\*These can be lunch or grocery sized. The smaller the bags and the larger the group, the more challenging the activity becomes.

Description:

The group's objective is to work as a team to successfully get all participants standing with BOTH feet on a paper bag when the music stops.



- Place the bags on the floor around the room.
- Start the music.
- Youth walk around the room, talking/dancing/etc. (They must move around and cannot continue to stand on a bag.)
- Stop the music and countdown 3-2-1 (slowly, if needed). Everyone must have both feet on a paper bag when you reach “1”.
- Remove 1-2 bags and start over with the music.
- Repeat the process until only 1 bag remains.

Observe the group:

- As bags are removed, it becomes more difficult for everyone to get two feet on the bags. Youth must work harder to get everyone on.
- Watch the dynamics of the group: *Does someone make suggestions? Does the group respond to suggestions? Is everyone included in the problem solving?*
- Eventually, someone may have the idea to tear the bag and may ask if ripping the bag open or tearing into pieces is allowed. You can respond by saying, “We never said you couldn’t.”
- If the group is struggling to figure out a solution, you can give them hints like, “Is there any way you can think of a way to increase the space on the bag?” or “Can you think of a way to spread everyone out and still be touching the bag?”.

## Reflective Questions

Make sure to save enough time following the activity to reflect on the experience. This helps instill the life skill of leadership for those within the group and recognize the accomplishments that were made. Leadership is the act of guiding, coaching, and using personal influence to assist the group in reaching their goals! Guiding questions will help make those connections and reinforce the learning experience.

- *What was easy, what was hard about this challenge?*
- *How did people help or encourage each other?*
- *How did you work as a team?*
- *Did someone take on a leadership role or was there shared leadership?*

## Conclusion

While, at first glance, some activities may just feel like games, they have the intentional purpose to present a problem and allow teamwork and leadership skills to develop in a safe environment. True leaders do not always start as an active voice at the onset or lead from the front, but they do emerge as a powerful influence on the group and make the group, as a whole, successful.

